

DEFENDER CHALLENGER 2002

RULES BROCHURE

HQ AIR FORCE SECURITY FORCES CENTER



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Chapter 1

INTRODUCTION

1-1. Purpose of the Brochure. To provide information regarding the conduct, evaluations and scoring of Defender Challenge 2002 events and define suspense requirements.

1-2. Competition Locations and Dates. Lackland AFB and Camp Bullis, Texas. Dates are 19 Oct through 25 Oct 02, with the 19 and 25 being travel days. Host: HQ Air Force Security Forces Center (AFSFC).

1-3. Team Arrival Times and Competitors Welcome Briefing. Teams should arrive between 0800-1800, 19 Oct 02. The welcome briefing is mandatory for **ALL TEAM MEMBERS** and will take place at 0800, 20 Oct 02, Bob Hope Performing Arts Center. Immediately following the welcome briefing, the initial Team Captain's Meeting will be held, which includes a windshield tour of the competition event sites by the Defender Challenge Staff. Concurrently following the welcome briefing, a short terrain walk of selected site(s) will be offered to the next senior ranking member from each team. All other team members are released. Dress accordingly (foul weather gear, etc.). Past experience indicates the initial team captain meeting will take less than 30 minutes and the two subsequent separate tours will take less than 2 hours each.

1-4. Team Preparations/Training. No team training will take place prior to 7 Oct 02 at the MAJCOM team training site. A team that trains prior to this date will be disqualified from all events.

1-5. Overview of the Events. This year's competition has been scaled back due to current world events and ops tempo in the Security Forces career field. The competition has only 3 events, Sadler Cup, Combat Weapons, and Handgun. We have significantly shortened the time that home units will be without their competitors by eliminating MAJCOM level competition and decreasing the actual Defender Challenge competition to 4 days. Focus is combat readiness, team events and close precision engagement. Team composition will be eight primary competitors and one additional member serving as alternate and team coach. No other team members or participants are authorized. Each major command (MAJCOM), US Department of Energy (DOE) and allied service will field a team. A combined team will be formed from the 11th Wing, the United States Air Force Academy (USAFA), and the Air Force Special Ops Command (AFSOC). Teams will compete in three events:

a. Team Events:

(1) Sadler Cup (Tactics event named in honor of Maj Gen Thomas Sadler, former Air Force Chief of Security Police)

(2) Handgun

(3) Combat Weapons

NOTE 1: Combat Weapons consists of M249 Machine Gun and M4 Carbine in a standard fire team configuration.

NOTE 2: Modifications to events, if any, will be briefed during the All Team Member briefing.

b. A drawing was held at the Worldwide SF Symposium during a meeting of the Executive Council, in June 2002, to randomly identify team positions. These team positions dictate the competition schedule during the week. Team positions are not an indication of performance, past or present. Results of the drawing were:

Position	TEAM	Position	TEAM
1	AETC	6	RAF Rgt
2	USAFE	7	DOE
3	PACAF	8	Combined Team (AFSOC, 11 th Wing, USAFA)
4	ACC	9	AFMC
5	AMC	10	AFSPC

1-6. Eligibility Criteria.

a. Each USAF MAJCOM, DOE, combined Team and allied countries may send one team to compete. For USAF teams, military and civilian personnel possessing a primary AFSC in the 3P0XX or 031PX career field and assigned to security forces duties may participate. Teams consist of 8 competitors, and one additional member dual tasked as alternate and team captain.

NOTE: Members of other US armed services who are attached/assigned (in a PCS status) to a security forces squadron are eligible to compete in DC provided they are filling a security forces UMD billet. All other career participation limitations and team composition requirements also apply see paragraphs 1-6c and 1-7.

b. USAF teams should participate in each DC event that involves firearms programs or procedures in which that team maintains an operational capability. USAF teams desiring NOT to compete in an event relating to their required operational capability must request an exemption.

NOTE: Send requests for exemption by message to Lt Col Jorge Garza (HQ AFSFC/SFW), e-mail jorge.garza@lackland.af.mil, DSN 945-7504, commercial (210)

925-7504 or fax extension 5411 by **20 Sept 2002**. USAF teams not required to maintain a capability in one or more of the DC events may participate in those events if they have qualified personnel.

c. Participation limitations in a career:

(1) AB-SrA. No individual may compete more than twice in this category.

(2) SSgt-TSgt. No individual may compete more than twice in this category. (Members currently assigned and representing AFSOC, USAFA, or 11th Wing may compete once more for a total of three times in a career in this category.)

(3) MSgt-CMSgt. No individual may compete more than once in this category.

(4) Officer. No individual may compete more than twice in this category.

(5) No individual may have more than two appearances as a coach in a career. (AFSOC, USAFA, or 11th Wing may have one more appearance as a coach for a total of three in a career.)

NOTE: If an individual has been selected for promotion, but will not achieve the new rank before the competition start date (21 Oct 02), do not consider the line number in determining the individual's rank for competition purposes. (i.e., MSgt select is a TSgt.)

d. Individuals assigned to units not within a MAJCOM may compete with their host base MAJCOM.

e. The USAF Director of Security Forces invites competitors from other U.S. Departments and allied nations and determines the eligibility of those competitors.

1-7. Team Composition. Full teams consist of eight competitors (two four-person fire teams) plus one additional member dual tasked as alternate and team captain. The team captain does not compete unless activated as an alternate. MAJCOMs select team captains from MAJCOM (allied service equivalent) level or below. MAJCOM headquarters-level personnel may compete as team members.

a. Each team must include at least four personnel with four years or less of Time In Service (TIS) as of **21 Oct 02**. Time spent in other services counts as TIS. This rule does not apply to personnel from AFSOC, USAFA, 11th Wing, DOE or allied nations.

b. Each team may have one competitor who is either a senior NCO or an officer. If the officer has less than four years TIS, that officer may fill one of the "under four" TIS positions stated in paragraph 1-7a.

c. Teams may bring one alternate competitor who also serves as the team captain. The alternate may replace a primary team member by notifying the Competition Control

Officer (CCO) of an event before the start. The alternate, if any, may be any grade or length of service. Once replaced, the primary team member may not compete in any further events. If the alternate/team captain does not compete, their attendance does not constitute a year of participation under paragraph 1-6c. Once the alternate has replaced a primary team member, further losses of primary members will result in the team competing without replacements.

d. The initial Team Captains' Meeting (which immediately follows the Competitors Welcome Briefing on 20 Oct 02) is the last opportunity to declare changes in individual participation without penalty by submittal of primary/alternate competitor team roster. (Paragraphs 1-6a and b still apply.)

1-8. Team Captains' Responsibilities.

a. Assist public affairs staff members in their efforts to obtain optimum media coverage for their team and the competition as a whole. US military team captains will be provided Hometown News Release forms, DD Form 2266, for each team member. Completed forms are due to the Public Affairs representative NLT the end of the second day of competition.

b. Cooperate with competition officials to promote safety, efficiency, and good sportsmanship. Keep team members/representatives away from identified off-limits competition areas. The first team captain meeting will reinforce off-limits areas and practice sessions. Prohibited actions include: use of uncoordinated ranges (local police rifle/handgun ranges, etc.), and use of local ranges in the San Antonio area. You may practice only on designated ranges/courses.

c. Maintain team discipline. Competitors and visitors represent their MAJCOMs, DOE and allied services. All personnel will promote high standards of conduct and professionalism. Incidents considered inappropriate are taking team mascots, national flags or competition property. We encourage team spirit at events; however, team captains must ensure that team members always maintain the highest standards. Body painting (except camouflage when required) and unauthorized uniform wear are not considered professional and will not be accepted. Respect other team rest time in billeting by keeping noise levels to a minimum.

d. Make proper and timely declarations of team composition. (Permanent replacement of a primary member with the alternate.)

e. Meet and arrange transportation for visiting guests from your command.

f. Keep team members, visiting dignitaries and guests advised of any official instructions or notices posted on the official competition bulletin board located at the Competition Control Center (CCC).

g. Present any protests or challenges IAW paragraph 1-11.

h. Ensure safety and security of all weapons and equipment. Ensure arrangements for transporting weapons to the designated armory upon arrival and having weapons inspected for proper trigger pull and functionality.

i. Arrange and coordinate all return travel and departure requirements to include weapons and equipment with the Lackland project officer and DC deputy for logistics.

j. Ensure competitors report to proper locations at the proper times.

k. Maintain and provide upon request an official record of each member's total active federal military service date (TAFMSD).

l. Meet with your AFSFC sponsor immediately upon arrival. Ensure you attend all team captain meetings as identified in the Team Captain Book.

1-9. Uniform and Clothing Requirements.

a. DC Events:

(1) Team members wear the battle dress uniform (BDU) woodland camouflage (rip stop or standard) or similar for DOE and allied service uniform for competition events.

(2) Team members bring and wear the following headgear: BDU soft cap, beret, and helmet. Helmets will be the Kevlar style with BDU woodland cover.

(3) Civilian participants wear attire appropriate for rough mountainous terrain.

(4) Members and team captains of each MAJCOM team wear the same uniform for standardization (i.e., team photo, etc.).

(5) Unless specifically waived in this brochure or by separate correspondence, full tactical equipment (web belt, ammo pouches, gas mask w/case, helmet, and canteen) and any additional equipment required for the specific event will be worn during the Sadler Cup, Combat Weapons, and Handgun events.

(6) Team members do **NOT** wear distinctive team jackets or caps in competition areas, nor at any time with military uniforms.

(7) Team members must wear camouflage makeup during all competitions except the Handgun.

b. Wear BDUs for the Competitors Event Briefing, opening and closing award ceremonies. Competitors should wear appropriate casual civilian wear for social events.

Suggest equivalent attire for civilian guests. Members of other services, DOE or nations will wear an equivalent uniform.

c. When not participating in DC activities, personnel may wear any authorized service uniform combination or appropriate civilian attire.

1-10. Protective Clothing. Weather conditions in San Antonio, Texas, during this period are generally fair. However, due to the time of year, conditions can vary from cold and damp to hot and dry in the same day. Consider the following items of **military issue** protective clothing for competitors (and similarly appropriate items for visitors):

- a. Thermal underwear.
- b. Foul weather gear.
- c. Sunglasses.
- d. Gloves.

1-11. Protests.

a. Competitors must formally protest, to the event CCO or the Rules Committee, via their team captain any incident that has:

(1) Adversely affected their score. However, a team which must compete with less than a full complement of personnel/equipment due to injury/combat loss or “admin kills,” or a team that fails to complete an event with the minimum required number of personnel, may not cite the lack of personnel/equipment as the basis for any protest.

(2) Given an unfair advantage to another team or competitor, which consequently improved the score of the other team or individual competitor.

b. The effects of weather (wind, rain, clouds, etc.) and lightning conditions are not cause for protest. Where possible, we schedule events “head-to-head” to mitigate the effects of weather. For events that do not lend themselves to “head-to-head” scheduling, we use the “luck of the draw.”

- c. Any videos/still photos taken will not be used/considered during protests.
- d. In shooting events, do not protest to range officials for the following violations:
 - (1) Firing early or late shots.
 - (2) Firing from an improper position.
 - (3) Range safety violation ruling.

e. Procedures for Protests. Initiate protests within 30 minutes of the incident. Adhere to the following to preclude voiding the protest:

(1) Team members convey protests to team captain who reports it to the CCO or ACCO within 30 minutes of the end of the event. Competitors deal directly with CCO or ACCO only when the team captain is not available.

(2) If not satisfied with the CCO or ACCO ruling, the team captain may formally protest in writing to the DC Director or Deputy Director within two hours of their event. Forms are available from the CCO, ACCO, S-1 or Competition Control Center (CCC).

(3) The DC Director or Deputy Director will forward the written protest to the Rules Committee for a decision. The decision of the Rules Committee is final.

1-12. Observation of Events.

a. Most events conducted during DC are open for public viewing. However, to preclude interference that could affect competition results, the following applies:

(1) Teams will pre-announce visitors through the CCC. The CCC coordinates with the event CCO and assures space is available to accommodate the visitor.

(2) The CCC is open only to team captains, command reps and escorted guests.

(3) Visitors are restricted from weapons, ammo and equipment storage areas.

b. The HQ AFSFC public affairs representative establishes separate rules concerning filming and photography of events during competition. This representative will request volunteers from competing teams to help stage events.

c. Competitive event chapters of this brochure identify visitor and observer restrictions. Team members, team captains, MAJCOM, DOE or allied service representatives or CSFs may not observe another team competing in an event until their own team has completed the event. However, if the competing team captain does not want you to observe or asks that an observer leave, the observer must leave the area.

Chapter 2

ADMINISTRATION AND REPORTING

2-1. Overview. This chapter provides guidance on funding, travel orders and event registration.

2-2. Funding. Each MAJCOM must fund its competitors, alternates, MAJCOM/service representatives, team captain, combat arms personnel and all other associated expenses incurred for DC. As a minimum, funding is necessary for travel, per diem, rental vehicles, fuel and shipment of weapons and equipment.

NOTE: HQ AFSFC will provide vehicles and fuel for any personnel supporting the competition.

2-3. Travel Orders and Reporting Criteria.

a. Orders authorizing travel must state the purpose as “INTENSIVE COMBAT COMPETITION INVOLVING FIREARMS, TACTICS AND INDIVIDUAL SF SKILLS.” This ensures appropriate documentation for line-of-duty determinations, if required. The orders cite, the appropriation to be charged, and for overseas travel only, the customer identification code (CIC). Also, orders must state, “One or two government meals are available and directed (proportional per diem).”

NOTE: When you move weapons as checked baggage; orders must authorize the additional weight allowance and should include type, quantity, and serial number of all carried weapons in the remarks section. If shipped as freight (cargo), accomplish movement by a government bill of lading and appropriate military standard documentation (see defense traffic management regulation and AFI 31-101, *The Air Force Installation Security Program*). Allied teams will use appropriate guidelines.

b. Overseas commands must request air travel reservations for transportation on AMC aircraft from the proper AMC passenger reservation center in time to ensure arrival of competitors and equipment at Lackland AFB.

c. Competitors must arrive at Lackland AFB at the times stated in Chapter 1. Earlier arrival may result in team disqualification. HQ AFSFC will approve exceptions because of available military air travel on a case-by-case basis. Submit exceptions as stated in paragraph 1-6b.

d. HQ AFSFC will request combat arms support personnel and provide their reporting instructions in a Sep 02 message. They will report to Lackland AFB NLT 20 Sep 02 and be ready for duty to support course set-up and validation. These personnel may not come from MAJCOM team trainer(s).

2-4. Notification Requirements. Each team project officer must provide the following:

a. Event Registration Message. By 1 Oct 02 send a message to: HQ AFSFC LACKLAND AFB TX//CCE// outlining registration for each event in which the team will compete. Use the following format:

- (1) Subject: "Team Registration for DC 2002"
- (2) Paragraph 1: Team Events. Indicate "yes" or "no" by each event.
 - (a) Sadler Cup
 - (b) Handgun
 - (c) Combat Weapons (M249 SAW and M4 Carbine)

NOTE: If your team is participating in all events, summarize paragraphs 2-4a(2).

(3) Paragraph 2 will include any remarks and the name, e-mail and duty phone (both commercial and DSN) of the MAJCOM, DOE and allied service project officer.

b. Team Composition/Visitor Message. By 9 Oct 2002, provide HQ AFSFC/CCE, with information copies to: 37 TRW LACKLAND AFB TX// /XP/SV//, with your team information in the following format:

- (1) Paragraph 1: Team Information:
 - (a) Individual's name (Last, First, MI).
 - (b) Indicate male or female.
 - (c) SSN.
 - (d) Rank (indicate if selected for next rank).
 - (e) Date of rank.
 - (f) Position (competitor, alternate/team captain).
 - (g) Events in which individual or team is competing.
 - (h) Arrival information (date, time, mode of travel, flight information).

NOTE: If travel information is the same for all individuals, indicate information for the first person and reference others "as above."

- (i) Departure information (same as paragraph 2-4b(1)(h) and NOTE).
- (j) Hometown and state/country (competitors and alternates only).
- (k) Unit and base of assignment (competitors and alternates only).

(2) Paragraph 2: Include name, e-mail and duty phone of the team captain or MAJCOM, DOE and allied service project officer.

NOTE: Timing is critical to ensure a successful competition, logistics, and administrative support. Suspense dates must not be missed. Additionally, our computer program handles all information in the above format. Please assist us and prepare messages accordingly.

c. Official and Distinguished Visitors. Each USAF team, DOE and allied service fielding a team is authorized the following official visitors: two senior command/service representatives, the MAJCOM/service chief of security forces, MAJCOM/service senior enlisted advisor, MAJCOM/service SF chief enlisted manager, one project officer, and one team coach or trainer. Distinguished visitors are considered group commanders and above, with special emphasis to any general officer or foreign equivalent. We will attempt to provide official and distinguished visitors with on-base billeting, when requested. Please provide HQ AFSFC/CCE, via message by 9 Oct 2002, the following information for each official and distinguished visitor:

- (1) Name (Last, First, MI).
- (2) Rank (indicate if selected for promotion).
- (3) Date of rank.
- (4) Organization/position (full titles).
- (5) Address (full mailing address).
- (6) Telephone and FAX numbers.
- (7) Arrival information.
- (8) Departure information.
- (9) Indicate if on-base quarters requested.
- (10) Indicate if spouse will accompany (and provide name).

(11) MAJCOM/service escort (senior officer).

(12) Attendance at the following:

- (a) Meet and greet (fee).
- (b) Opening ceremony.
- (c) International Dinner (by separate invitation)
- (d) Awards ceremony.
- (e) Awards reception (fee).

NOTE: If you billet off base and plan to check in after 1800, all hotels require a credit card number to hold reservations for late arrivals. You can call the hotel directly or contact billeting.

d. Send changes to team composition, official visitors or arrival/departure immediately to HQ AFSFC/CCE, 1517 Billy Mitchell Blvd, Lackland AFB TX 78236-0199. POC is Capt Suydam, DSN: 945-7506, Commercial (210) 925-7506, E-mail [phillip.suydam@lackland.af.mil] or MSgt Holland, DSN: 945-7016, Commercial (210) 925-7016, E-mail [Jacqueline.holland@lackland.af.mil].

Chapter 3

SADLER CUP COMPETITION

3-1. Details of the Competition. An eight-person team will perform in a scenario involving force protection in a peacekeeping support operation.

a. The scenario will involve the team forming a Quick Reaction Force (QRF) involved in a peacekeeping operation.

b. Individual and collective tasks evaluated will be IAW SF CFETP.

3-2. Conducting the Competition.

a. Team captains will receive an OPORD that will be sent to parent command HQs NLT 1 Oct 02.

b. Team members must take no action to conceal or obstruct the MILES sensors. This includes placing the battery compartment on the head harness on the front of the helmet, covering the sensors with clothing, ammunition belts or anything else. Persons covering the sensors will be declared “killed.” The team is penalized if team members fire MILES-equipped rifles after their buzzer signals a “kill.”

c. Officials will use MILES controller guns to assess “administrative kills” in instances where weapons would normally kill an opponent but natural barriers (i.e., vegetation or weather, etc.) hindered the proper operation of the MILES gear.

d. Officials will check to ensure no team member has more than the authorized amount of blank ammunition. **NO PERSON WILL HAVE LIVE AMMUNITION.**

e. If “killed,” competitors must lie in a prone position, cease all movement and/or communication until the scenario ends. Officials may “recover” killed competitors.

f. Sadler Cup competitors will use the following weapons:

Fire Team A: First Member—M4 Carbine w/ M68 Close Combat Optic (CCO)
Second Member—M4 Carbine w/CCO
Third Member—M4 Carbine w/CCO
Fourth Member—M4 Carbine w/x 4 Designated Marksman Optic

Fire Team B: First Member—M4 Carbine w/ M68 Close Combat Optic (CCO)
Second Member—M4 Carbine w/CCO
Third Member—M4 Carbine w/CCO
Fourth Member—M4 Carbine w/x 4 Designated Marksman Optic

g. Teams will use their own M4 weapons and optics. Teams must provide their own M4 blank adapters. MAJCOMs sponsoring foreign teams will provide all weapons for allied teams. Teams are to equip weapons with blank adapters at all times during the Sadler Cup competition. Do not fire weapons toward any person at a distance less than 25 meters. Violations of these rules will result in assessment of penalty points.

h. Team members may use any natural cover. Off limits/out-of-bounds areas will be appropriately briefed or marked.

3-3. Scoring Procedures.

a. The highest team score wins the competition. There will be no team play-offs. See Chapter 7 for information concerning trophies, plaques and award presentations.

b. The categories of points awarded are; mission performance, mission accomplishment and command/control/communications and intelligence (C3I).

c. Team ties are broken by the following standards:

- (1) The team with the highest bonus point total will win.
- (2) If a tie still results, the team with the lowest penalty point total wins.
- (3) In the unlikely event a tie still persists, the Sadler Cup Competition Control Officer (CCO) will break the tie.

3-4. Protests.

a. Protest guidelines are listed in paragraph 1-11. The following additional guidelines apply:

(1) Malfunctions of MILES, radios or weapons occurring during the competition cannot be protested. Competitors have an opportunity to check the operability and, if necessary, replace their weapons, radios and MILES before the competition.

(2) Administrative kills ruled by controllers cannot be protested.

(3) Administrative penalty points ruled by controllers cannot be protested.

(4) Weather conditions cannot be protested.

b. Procedures for protests:

(1) Competitors must convey their protests to their team captain prior to departing the Sadler Cup event's site. Team captains must convey all protest to the Sadler Cup ACCO or CCO within 30 minutes after ENDEX and prior to departure from the Sadler Cup event site. The competitor may bring the protest circumstances to the immediate attention of a controller in the

field during the competition; however, this does not relieve the competitor of the responsibility to inform their team captain.

(2) If a team captain is not satisfied with the ruling from the Sadler Cup ACCO or CCO they may register a written protest to the Defender Challenge Director or Deputy Director. The team captain must follow protest procedures as outlined in paragraph 1-11. Written protest will be routed through the Sadler Cup CCO to the Defender Challenge Director or Deputy Director.

(3) The CCO will immediately dispatch the written protest to the Defender Challenge Director/Deputy Director. The team captain will be informed of the final decision of the Defender Challenge Rules Committee as soon as practical.

3-5. Authorized Equipment.

a. Restrictions. Devices and equipment that assist the competitor, but are not mentioned in this brochure or are contrary to the spirit of these rules, are prohibited. The officials and CCO may inspect a competitor's equipment and apparel. **The team captain must submit a description of non-standard or questionable equipment and apparel to HQ AFSFC/SFO for official inspection and written approval NLT 30 days before the start of the competition.** After that time, questionable equipment and apparel will not be considered.

b. The Sadler Cup staff issues each team MILES equipment, which the members must properly attach. The equipment consists of a transmitter and body/head sensors. Officials will attach the MILES transmitters and may assist team members in attaching head sensors and body sensors MILES equipment, if needed. Prior to leaving the Sadler Cup issue area, all MILES gear will be inspected by the Sadler Cup Controllers.

c. Each team is authorized a maximum of 120 rounds of blank 5.56mm ammunition per M4. **NO PERSON WILL HAVE ANY LIVE AMMUNITION.**

d. Required equipment for teams and individuals.

(1) Individual protective equipment:

(a) BDU fatigues (woodland pattern or suitable substitute for non-USAF teams).

(b) Boots (as authorized by service's military instruction).

(c) Kevlar helmet w/camouflage cover.

(d) Tactical Body Armor.

(e) Protective mask with filter and carrying case--MCU/2P or as approved for non-USAF teams.

(2) Individual tactical equipment and comfort items.

- (a) Individual equipment belt.
 - (b) Load bearing equipment (LBE) or tactical load bearing vest. (Caution -MILES 2000 may hinder proper use of tactical load bearing vest).
 - (c) One small-arms ammunition case (30-round magazines) (Not required with tactical load bearing vest).
 - (d) Canteens--one 2-quart or two 1-quart canteens filled with water. Camelbacks (water back packs) may be used, however, the 2 quarts of water requirement must be met and the camelback fitted so that it cannot interfere with the MILES operation.
 - (e) Canteen covers for each required canteen.
 - (f) Lensatic compass and case.
 - (g) Flashlight with colored lenses (red, blue, clear).
 - (h) First aid dressing and first aid dressing case (case not required with tactical load bearing vest).
 - (i) Poncho (camouflage or OD) must be brought on mission.
 - (j) One gortex or field jacket (woodland pattern) and gortex pants (weather dependent, team leader makes determination if team brings on mission).
 - (k) One liner, gortex or field jacket (weather dependent, team leader makes determination if team brings on mission.)
 - (l) Camouflage sticks or equivalent.
 - (m) One pair standard issue work gloves.
 - (n) One hat, cold weather, (camouflage or OD). Must fit under helmet.
 - (o) One extra set flash light batteries.
 - (p) Field glasses (minimum one per eight-person team)
- (3) Team (8-person) equipment. Sadler Cup controllers will issue each team with the following:
- (a) Two AN/PRC 148 MBITR tactical radios, complete with antenna, lapel microphone and web pouch for mounting on LBE (teams will be briefed by Sadler Cup

controllers on the essential operation of the radio - limited to primary and alternate frequency selection and press to talk functions).

(b) Eight UK/PRC 343 Personal Role Radios kits.

(c) HQ AFSFC provides M4 magazines. Teams **WILL NOT** report to the competition with their own magazines.

3-6. Observer Restrictions. Visitors to the Sadler Cup competition area **WILL BE LIMITED**. Up to two visitors (chosen by the team captain) may hear/accompany the team through their pre-mission phase. Teams may be disqualified if competition officials confirm that teams received assistance from visitors/observers. Only the team members may ask questions or make comments during these briefings/phases. Visitors to the Sadler Cup area will not be allowed to bring cameras and/or other photographic equipment. Only authorized public affairs personnel will be permitted to take pictures or film. **VISITORS/OBSERVERS ARE RESTRICTED FROM YELLING INFORMATION TO THE COMPETITORS AND WILL AVOID DISTRACTING TEAM MEMBERS DURING THE COMPETITION.**

Chapter 4

HANDGUN COMPETITION

4-1. Details of the Competition.

- a. An eight-person team fires the course.
- b. Teams should be prepared to fire the M-9 handgun from any or all positions as they relate to law enforcement tactical situations.
- c. Competitors could expect to encounter hostage and/or shoot-no-shoot situations.

4-2. Conducting the Competition.

- a. Magazines are to be loaded and placed in pouches before each phase. Each phase begins with a loaded magazine in the weapon and the first round chambered. The spare loaded magazine must be in the pouch with the pouch buttoned unless otherwise instructed.
- b. Each team member will have a specific amount of time to complete each phase. A competitor is not permitted to engage targets after time has expired.
- c. Shooters will not move toward the firing line or any target until directed.
- d. Shooters will take their positions at the firing points in a way that does not interfere with or assist shooters on either side of them.
- e. All phases begin with the weapon holstered unless otherwise instructed.
- f. The first round fired in each phase will be double action with subsequent rounds single action unless otherwise instructed.
- g. For safety reasons, shooters are not permitted to use dropped rounds or magazines after firing commences.
- h. A disabled weapon, regardless of cause, or defective ammunition are not reasons to refire any portion of the course. If a weapon fails to fire, the shooter is expected to take immediate, safe action to make the weapon operable and continue the event.
- i. Only competitors and range officials are allowed on/in the area of the firing line.

4-3. Scoring Procedures.

- a. Teams receive points for each target hit.

- b. Bonus points can be awarded for completing phases in which speed of getting rounds on target is an objective.
- c. Penalty points will be assessed for each hit on any target designated as a possible penalty target.
- d. Scoring is accomplished after each phase.
- e. The team with the highest total score wins the competition. Total score is comprised of the raw score (target hits) plus bonus points and less any penalty points.
- f. In the event of a tie, a preannounced tiebreaker will be used to determine the winner.

4-4. Protests. Protests are permitted in accordance with paragraph 1-11.

4-5. Authorized Equipment.

a. Restrictions. Devices and equipment that facilitate shooting but are not mentioned in this brochure or are contrary to the spirit of the rules are prohibited. Range officials and/or the CCO will examine each shooter's equipment and apparel. Teams desiring to use questionable equipment and/or apparel must submit request for approval to HQ AFSFC NLT 30 days before the start of the competition.

b. USAF teams will use the M9 handgun without modification. Handguns are used as issued; no other grips or add-on components are allowed. Trigger pull for the M-9 handgun must be within the parameters stated in **T.O. 11W3-3-5-4, Unit and Intermediate Support Maintenance Manual** when weighed in both single-action and double-action configuration. Trigger pull weight for handguns from non-USAF teams will be in accordance with published technical directives for that service.

c. Non-USAF teams may use other handgun types as agreed to in writing with HQ AFSFC NLT 30 days before the start of the competition.

d. Ammunition. USAF competitors will use 9mm ammunition as determined by HQ AFSFC. Non-USAF teams may use other types of ammunition as agreed to in writing with HQ AFSFC NLT 30 days before the start of the competition. Allied teams will supply their own service issue ammunition if other than 9mm ball is needed.

e. Personal Equipment. Competitors will only use issued equipment.

f. Required Equipment. Battle dress uniform with BDU cap IAW paragraph 1-9. Only equipment on the allowance table is allowed specifically belt, individual equipment NSN 8465 01 120 0674; holster, canvas 9MM, NSN 1095 01 194 3343 (with flap, thumb break attachment is not authorized); and pouch, magazine 9MM, NSN 1005 01 204 4376.

Deviations are not authorized and will render a shooter ineligible to compete in the handgun event. Competitors may be required to wear tactical body armor during any or all phases of competition. USAF Teams should bring MAJCOM authorized tactical body armor. Non-USAF teams should bring their equivalent.

g. Weapons. Teams will pick up their weapons at the CCC (or other location as designated), bring them to the event, and return them to the CCC.

h. Shooters or team captains must provide their own ear protectors or plugs.

i. Trigger Weighing:

(1) Officials will weigh the triggers using test weights.

(2) A weapon must visibly lift the weights off the weigh-in table. A weapon is given three opportunities to meet this requirement.

(3) Competition officials will eliminate from the event any weapon not meeting trigger pull requirements or found to be unsafe. The shooter may submit and use another weapon that meets required standards.

4-6. Observer Restrictions.

a. Team members and/or representatives are not permitted to observe other teams competing until their team has completed this event.

b. Public affairs personnel and the Defender Challenge staff are allowed to talk to team members and photograph or film at the discretion of the team captain, team members and CCO.

c. Observation of this event is unlimited and encouraged. Still photographs and videos are permitted; however, they are unofficial and the rules committee will not use them to assist with resolving protests.

d. All observers will follow the instructions of the CCO and range officials concerning movement in and around the range area.

Chapter 5

COMBAT WEAPONS COMPETITION

5-1. Details of the Competition. One eight-person team will compete in this event under simulated combat conditions. Each team will consist of one M249 automatic rifle and the remainder of the team will be armed with M4 carbine.

a. Scoring. The M249 and M4 will be scored together.

b. Target Description. All targets are Mil “E” pop-up silhouette targets with timed exposures. They are “knock down” targets (fall when hit) and are electronically controlled. Scoring of specific targets may be done either electronically or manually.

(1) M249 targets could be single silhouettes or multiple silhouettes configured in wedge, linear or linear w/depth formations in groups of three-to-five targets.

(2) M4 targets will appear as single silhouettes. However, more than one silhouette may appear at the same time.

c. Course Description. Teams will move tactically through the course of fire and engage targets as they appear. Competitors must be aware that pyrotechnics (smoke, whistlers, GBS, etc.) and **weapons equipped with MILES gear** may be used to simulate direct and indirect fire from enemy forces or chemical agents.

d. Restrictions. Devices and equipment that facilitate shooting, not mentioned in this brochure and contrary to the spirit of the competition event and its rules are prohibited. Team captains must submit a request to use questionable equipment and apparel to HQ AFSFC for approval NLT 30 days prior to the official start date for the competition. Non-USAF teams may use other weapons types as agreed to by HQ AFSFC in writing NLT 30 days prior to the official start date for the competition.

(1) Shooting Glasses. Not authorized.

(2) Weapons Standards. Team leaders and members will only use the M4 carbine or approved weapon for non-USAF teams without modification or bipod. Use standard weapon sling and maintain fit to both the upper and lower sling swivels. Use of hooks or other devices are not allowed. M249 gunners will use the standard slings approved for the weapon and properly attached. Non-USAF teams will use standard slings for their approved weapons.

(3) Weapons Trigger Pull Standards. M4 trigger pull must be a minimum of 5 pounds. M249 gun trigger pull must be a minimum of 8 pounds. Trigger pull

weight for other approved weapons will be in accordance with their published technical directives.

(a) Weapons must visibly lift the test weights off the weigh-in table. A weapon being checked will be given three opportunities to meet the requirement. Teams will have one opportunity to adjust or correct the trigger pull to meet the standard. If teams cannot make the adjustment, they may substitute with another weapon or allow Combat Arms range officials to make the necessary adjustments if possible.

NOTE: Teams who opt to allow Combat Arms range officials to make adjustments will be assessed penalty points.

(b) Failure of a weapon to meet the established requirement will result in the weapon being disqualified from use during the event.

(4) Weapons Substitutions. Substitute weapons must meet the criteria listed in paragraph 7-1d(3) above and be present with the team when they check-in at the event site. Additionally, an M249 that malfunctions during zero fire may be substituted if another M249 is available. Weapons substitutions are not allowed once a team has completed zero fire.

(5) Sighting Aids. Blackening or whitening of rifle sights is not authorized.

(6) Ammunition. Requests to use substitute or special ammunition for the competition, other than indicated below, must be submitted in writing by the team captain NLT 30 days prior to the official start date for the competition.

(a) Competitors use 5.56mm ball ammunition for M4.

(b) Competitors use linked 5.56mm ball ammunition for M249.

5.2 Conducting the Competition. Teams must arrive at the event site ready to compete. Weapon and equipment checks will be conducted upon arrival at the event site.

NOTE: Anyone, including competitors, CCO, ACCO or range officials may stop/pause the event at any time for a safety hazard.

a. Weapons Zero Fire. Zero fire for all weapons will be at the event site prior to competing in the event.

(1) 10 rounds of ammunition are available per M4.

(2) 20 rounds of ammunition are available per M249.

b. No practice rounds are allowed during the competition.

c. M249s will be employed in the bipod mode and gunners will engage targets using three-to-five round bursts.

d. All competitors are accompanied by and will follow instructions of Combat Arms range officials.

e. Competitors will fire the course against the clock. Once the event starts, the clock will not stop.

f. A “combat loss” will result if a weapon becomes inoperative (beyond ability of competitor to correct), a competitor sustains an injury preventing continuation or due to lost equipment or MILES kills. The clock will not stop if a combat loss occurs unless safety related.

NOTE: A “combat loss” does not justify refiring any portion of the event.

(1) Competitors are responsible for taking immediate action to safely clear any weapon malfunctions and make repairs. The course of fire and clock will not stop for these actions. Weapons that cannot be repaired are a combat loss.

(2) Injuries preventing completion of the event are a “combat loss” and the injured competitor is prohibited from further participation in the event.

(3) Lost equipment will result in penalty points being assessed.

(4) MILES kills constitute a combat loss. Member will not be permitted to continue the course of fire.

5-3. Scoring Procedures. Targets will be either electronically scored or manually scored by designated competition officials. Teams are not allowed to inspect targets following the event or be present during the official target scoring.

a. Scoring.

(1) The highest total score wins the event.

(2) Only the authorized maximum total number of hits per target will be scored.

b. Assessment of Penalty Points. Penalty points will be subtracted from the overall score. Penalty points are assessed for the following reasons.

(1) Firing in an unsafe or non-tactical firing position (i.e., competitors must maintain good cover and concealment given the available terrain at the firing point).

(2) Firing less than three or more than five rounds per burst (M249 only).

(3) Not possessing serviceable (operational) equipment required for this event or not having required equipment at the conclusion of the event (lost equipment).

(4) Failing to properly don protective mask or non-tactical movement when tactical movement is required by the situation.

(5) Moving without weapon on safe or failing to follow safety rules.

(6) Teams who request assistance from Combat Arms range officials to make trigger pull adjustments.

(7) Tampering with MILES sensors, batteries, harness, halo, etc.

c. Tie-breaker Determination. The following sequence determines the winner if there is a tied score:

(1) The team having highest total number of hits on a predetermined target (announced by the CCO prior to the event) set is the winner.

(2) In the event a tie score continues, the team having highest total number of hits on a second predetermined target (also announced by the CCO prior to the event) set is the winner.

(3) If the tie continues, the team having the least number of assessed penalty points is the winner.

5-4. Protests. Submit protests in accordance with paragraph 1-11.

5-5. Authorized Equipment. Use only USAF issued or previously approved equipment. HQ AFSFC must approve equipment for non-USAF teams in writing NLT 30 days prior to the official start date for the competition.

a. Required Equipment for Competitors.

(1) Face camouflage.

(2) Helmet. Each competitor will wear a helmet during the entire course of fire. Helmet covers will match uniforms worn and be free from ornamentation that could interfere with the proper wear of the MILES head harness.

(3) Tactical Body Armor. Will be worn by each competitor during course of fire.

(4) Uniform. Battle dress uniform (woodland camouflage) or equivalent for non-USAF teams and boots.

(5) Combat Equipment. Each competitor will have one web belt with harness (load bearing equipment/LBE or load bearing vest/LBV); two webbed/nylon ammo pouches (as a minimum); one canteen full of water (as a minimum); protective mask with shield and carrier. Knee and elbow pads **ARE NOT** authorized for use during the competition. Additionally, fire team leaders and members must have four 30-round magazines.

(6) Ear Protectors or Plugs. Must be worn during live fire.

5-6. Observer Restrictions. Spectators are allowed and encouraged to come out and support their teams.

a. Spectators are permitted to observe the event from within the designated spectator area and will adhere to the following:

(1) Comply with course official's instructions at all times.

(2) Restrict their movement to ensure safety during live weapons fire.

(3) Will not observe another team competing in the event until their team has completed the course of fire.

NOTE: Doing so constitutes a violation of rules and will be grounds for their team's disqualification from the event.

(4) Do not yell or otherwise indicate target information to the competitors.

NOTE: Confirmation by course officials that a team received assistance from observers will result in disqualification from the event. CCO will forward decision to Director.

b. Photographs and Videos. Spectators may take pictures and make videos while their team is competing. Anyone wishing to do so must coordinate this with the event competition control officers prior to their team starting the competition.

NOTE: Any photographs or videos spectators have made may not be used in protest proceedings, as they are considered unofficial.

Chapter 6

LOGISTICS

6-1. Overview. This chapter provides information on logistics support procedures and requirements. Teams will be briefed on CCC location and provided maps.

6-2. Arrival/Departure.

a. It is the responsibility of each participating MAJCOM or sponsoring organization to arrange travel itineraries for their competitors. Teams have the option to use the San Antonio International Airport or drive to Lackland AFB for the competition. If flying to San Antonio, HQ AFSFC will, when requested, provide ground transportation for weapons and other cargo from the airport or Lackland AFB TMO to the competition armory. Teams must provide HQ AFSFC with accurate arrival information to expedite transportation requirements NLT 10 Oct 2002. We will address any other special arrival needs upon request. When moving weapons as checked baggage or if shipping as freight (i.e., cargo), refer to paragraph 2-3.

NOTE: Team Captains need to report to the designated armory to assist CA personnel in conducting function checks and trigger pull tests of competition weapons.

b. We need certain pre-departure information to facilitate a timely and smooth departure of all team members, weapons and cargo. We will collect transportation, weapons escort and LOGAIR requirements NLT **the second day** of the competition to make the necessary air arrangements. HQ AFSFC logistics staff will make all LOGAIR arrangements for teams requiring shipments. Each MAJCOM or sponsoring organization must provide a single point of contact (POC) to work with the logistics staff concerning weapons shipments. All team weapons will be shipped to a single location as determined by the POC. The POC must provide accurate fund cite and proper serial numbers for all weapons shipped in order to facilitate the return of the weapons to the participating MAJCOM or sponsoring organization.

c. Teams must not pack hazardous materials, including cleaning solvents, oily rags, etc., in weapons crates to be shipped. Remove all such unauthorized materials prior to shipment.

d. To facilitate emergency contacts and messaging, team captains will provide a correct billeting list for their team and officially sponsored guests NLT **the Team Members Briefing**.

6-3. Rental Cars.

a. Rental vehicle reservations must be made by each participating MAJCOM or sponsoring organization. HQ AFSFC will assist overseas and allied service teams upon

written request. Such requests must be received NLT 30 days before the start of the competition. Rental car turn-in will be the responsibility of each team.

b. Rental vehicles can be refueled at any off-base authorized commercial service station. Off-base fuel purchases are reimbursable and should be claimed on travel orders.

6-4. Nonavailability of Meals. Due to the unique competition requirements, competitors may not have access to base dining facilities for three meals per day. The new proportional per diem rate will be prescribed on TDY orders.

6-5. Servicing Travel Agents. Alamo Travel, a small business enterprise, serves Lackland AFB. Visitors to the base will need to contact their airline directly or go through their travel agency to make itinerary changes. (www.alamotravel.com)

Chapter 7

MASTER LIST OF AWARDS

7-1. General. The competition recognizes excellence in team and individual skills.

7-2. Team Event Trophies and Plaques. Team recognition will be as follows:

- a. Combat Weapons. First, second and third place teams receive awards.
- b. Sadler Cup. First, second and third place teams receive awards. First place team also receives the Sadler Cup.
- c. Handgun. First, second and third place teams receive awards. First place team also receives the Coleman Cup.

7-3. Special Awards

- a. Chief's Award (in honor of the Chief of Staff) is presented to the team that best demonstrates unity of effort and outstanding esprit de corps.
- b. The Chief Master Sergeant of the Air Force Award is presented to the outstanding enlisted competitor.
- c. Commandant-General's Award is sponsored by the Royal Air Force Regiment and is presented to the USAF Security Forces Officer or NCO demonstrating outstanding leadership throughout the competition.
- d. Marksmanship Award identifies the team with the best overall marksmanship scores. The winner is determined by the final team placement for all marksmanship events with combat weapons accounting for 60 percent and the handgun accounting for 40 percent.

7-4. Presentation of Trophies, Plaques, and Awards. All trophies, plaques and awards are presented at the Awards Ceremony following the competition.